

	L #	Search Text	DBs	Time Stamp	Hits
1	L2	713/194.ccls. and "code modules" and (authenticat\$3)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 04:53	8
2	L3	709/229.ccls. and "code modules" and (authenticat\$3)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 04:53	31
3	L6	"code module" and (authenticat\$3) and "private memory" and (embed\$5) and "key"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 04:55	2

	L #	Search Text	DBs	Time Stamp	Hits
4	L7	"code module" and (authenticat\$3) and "private memory" and (embed\$5) and "key" and (chipset or processor or physical token)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 04:55	2
5	L10	"authenticated code module" and "private memory" and (extract\$3) near (signature)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 04:56	0
6	L11	"authenticated code module" and "private memory" and "embedded key"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:00	1

	L #	Search Text	DBs	Time Stamp	Hits
7	L9	"authenticated code module" and "private memory"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:00	6
8	L8	"authenticated code module"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:05	17
9	L4	"code module" and (authentica\$3) and "private memory"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:03	11

	L #	Search Text	DBs	Time Stamp	Hits
10	L1	713/170.ccls. and "code modules" and (authenticat\$3)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:04	5
11	L5	"code module" and (authenticat\$3) and "private memory" and (embed\$5)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:05	2
12	L12	(authenticat\$3) adj (code module)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:05	8590

	L #	Search Text	DBs	Time Stamp	Hits
13	L13	(authenticat\$3) adj "code module"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:05	83
14	L14	(authenticat\$3) same "code module"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:06	257
15	L15	(authenticat\$3) near "code module"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:06	86

	L #	Search Text	DBs	Time Stamp	Hits
16	L16	L13 and "embedded key"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:07	5
17	L17	L13 and "chipset"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:07	16
18	L18	L17 and "token"	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B	2007/07/23 05:07	8

Interference Search

	L #	Search Text	DBs	Time Stamp	Hits
1	L1	authenticated AND code AND modules AND private memory AND key AND embedded.CLM.	US- PGPUB	2007/07/23 07:59	9626
2	L2	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface.CLM.	US- PGPUB	2007/07/23 08:00	12078
3	L3	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface AND physical AND token AND chipset AND processor.CLM!	US- PGPUB	2007/07/23 08:00	5625
4	L4	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface AND physical AND token AND chipset AND processor AND computing AND device AND signature AND extracting.CLM.	US- PGPUB	2007/07/23 08:00	5588
5	L5	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface AND physical AND token AND chipset AND processor AND computing AND device AND signature AND extracting AND hashing AND digest AND compute AND value.CLM.	US- PGPUB	2007/07/23 08:01	5587
6	L6	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface AND physical AND token AND chipset AND processor AND computing AND device AND signature AND extracting AND hashing AND digest AND compute AND value AND decrypting AND updating AND events AND bus AND verifying.CLM.	US- PGPUB	2007/07/23 08:01	5587

	L #	Search Text	DBs	Time Stamp	Hits
7	L7	authenticated AND code AND modules AND private memory AND key AND embedded AND media AND interface AND physical AND token AND chipset AND processor AND computing AND device AND signature AND extracting AND hashing AND digest AND compute AND value AND decrypting AND updating AND events AND bus AND verifying AND execution AND locking AND loading.CLM.	US-PGPUB	2007/07/23 08:02	5587

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embedded key, signature, token, processor, cl

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Web Results 1 - 2 of 2 for embedded key, signature, token, processor, chipset, private memory "authenticated code ...

Tip: Try removing quotes from your search to get more results.

Initialization of protected system - Patent 20040003321

The system of claim 16, wherein: the **processor** includes a **private memory**; physical **token 150** includes **key 152**, which may be an **embedded key** to be used ...
www.freepatentsonline.com/20040003321.html - 45k - [Cached](#) - [Similar pages](#)

Authenticated code module - Patent 20030126442

In example embodiment, the **signature 240** is RSA-encrypted with the **private key** that corresponds to a **public key** of the **processor key 116**, the **chipset key ...**
www.freepatentsonline.com/20030126442.html - 71k - [Cached](#) - [Similar pages](#)
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Relevance scale

1 [Applications and compliance: Virtual monotonic counters and count-limited objects](#)

[using a TPM without a trusted OS](#)

Luis F. G. Sarmenta, Marten van Dijk, Charles W. O'Donnell, Jonathan Rhodes, Srinivas Devadas

November 2006 **Proceedings of the first ACM workshop on Scalable trusted computing STC '06**

Publisher: ACM Press

Full text available: [pdf\(447.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A trusted monotonic counter is a valuable primitive that enables a wide variety of highly scalable offline and decentralized applications that would otherwise be prone to replay attacks, including offline payment, e-wallets, virtual trusted storage, and digital rights management (DRM). In this paper, we show how one can implement a very large number of *virtual* monotonic counters on an untrusted machine with a Trusted Platform Module (TPM) or similar device, without relying on a trusted OS ...

Keywords: certified execution, e-wallet memory integrity checking, key delegation, stored-value, trusted storage

2 [Securing wireless applications: ESCORT: a decentralized and localized access](#)

[control system for mobile wireless access to secured domains](#)

Jiejun Kong, Shirshanka Das, Edward Tsai, Mario Gerla

September 2003 **Proceedings of the 2003 ACM workshop on Wireless security WiSe '03**

Publisher: ACM Press

Full text available: [pdf\(401.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this work we design and implement ESCORT, a *backward compatible, efficient, and secure* access control system, to facilitate mobile wireless access to secured wireless LANs. In mobile environments, a mobile guest may frequently roam into foreign domains while demanding critical network services. ESCORT provides instant yet secure access to the mobile guest based on the concept of "escort", which refers to a special network object with four distinct properties: (1) T ...

Keywords: decentralized access control, identity privacy, location privacy, mobile privacy, wireless security

3 Cryptography as an operating system service: A case study



Angelos D. Keromytis, Jason L. Wright, Theo De Raadt, Matthew Burnside
February 2006 **ACM Transactions on Computer Systems (TOCS)**, Volume 24 Issue 1

Publisher: ACM Press

Full text available: pdf(669.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Cryptographic transformations are a fundamental building block in many security applications and protocols. To improve performance, several vendors market hardware accelerator cards. However, until now no operating system provided a mechanism that allowed both uniform and efficient use of this new type of resource. We present the OpenBSD Cryptographic Framework (OCF), a service virtualization layer implemented inside the operating system kernel, that provides uniform access to accelerator functions ...

Keywords: Encryption, authentication, cryptographic protocols, digital signatures, hash functions

4 Protecting applications with transient authentication



Mark D. Corner, Brian D. Noble
May 2003 **Proceedings of the 1st international conference on Mobile systems, applications and services MobiSys '03**

Publisher: ACM Press

Full text available: pdf(294.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

How does a machine know who is using it? Current systems authenticate their users infrequently, and assume the user's identity does not change. Such *persistent authentication* is inappropriate for mobile and ubiquitous systems, where associations between people and devices are fluid and unpredictable. We solve this problem with *Transient Authentication*, in which a small hardware token continuously authenticates the user's presence over a short-range, wireless link. We present the fo ...

5 Security as a new dimension in embedded system design: Security as a new dimension in embedded system design



Srivaths Ravi, Paul Kocher, Ruby Lee, Gary McGraw, Anand Raghunathan
June 2004 **Proceedings of the 41st annual conference on Design automation DAC '04**

Publisher: ACM Press

Full text available: pdf(209.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The growing number of instances of breaches in information security in the last few years has created a compelling case for efforts towards secure electronic systems. Embedded systems, which will be ubiquitously used to capture, store, manipulate, and access data of a sensitive nature, pose several unique and interesting security challenges. Security has been the subject of intensive research in the areas of cryptography, computing, and networking. However, despite these efforts, *security is ...*

Keywords: PDAs, architectures, battery life, cryptography, design, design methodologies, digital rights management, embedded systems, performance, security, security processing, security protocols, sensors, software attacks, tamper resistance, trusted computing, viruses

6 Computing curricula 2001



September 2001 **Journal on Educational Resources in Computing (JERIC)**

 **Publisher:** ACM Press
Full text available:  [pdf\(613.63 KB\)](#)  [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Distributed operating systems 

 Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4
Publisher: ACM Press

Full text available:  [pdf\(5.49 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...


8 Fast detection of communication patterns in distributed executions 

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available:  [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...


9 A structural view of the Cedar programming environment 

 Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(6.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

10 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments 

 **Additional presentations from the 24th course are available on the citation page**

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available:  [pdf\(5.07 MB\)](#)  Additional Information: [full citation](#), [appendices and supplements](#),

[mov\(68:6 MIN\)](#)

[abstract](#), [references](#), [cited by](#), [index terms](#)

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

11 [Integrating security in a large distributed system](#)



M. Satyanarayanan

August 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available: [pdf\(2.90 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Andrew is a distributed computing environment that is a synthesis of the personal computing and timesharing paradigms. When mature, it is expected to encompass over 5,000 workstations spanning the Carnegie Mellon University campus. This paper examines the security issues that arise in such an environment and describes the mechanisms that have been developed to address them. These mechanisms include the logical and physical separation of servers and clients, support for secure communication ...

12 [Pioneer: verifying code integrity and enforcing untampered code execution on legacy systems](#)



Arvind Seshadri, Mark Luk, Elaine Shi, Adrian Perrig, Leendert van Doorn, Pradeep Khosla

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available: [pdf\(264.30 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose a primitive, called Pioneer, as a first step towards verifiable code execution on untrusted legacy hosts. Pioneer does not require any hardware support such as secure co-processors or CPU-architecture extensions. We implement Pioneer on an Intel Pentium IV Xeon processor. Pioneer can be used as a basic building block to build security systems. We demonstrate this by building a kernel rootkit detector.

Keywords: dynamic root of trust, rootkit detection, self-check-summing code, software-based code attestation, verifiable code execution

13 [A history of Erlang](#)



Joe Arrnstrong

June 2007 **Proceedings of the third ACM SIGPLAN conference on History of programming languages HOPL III**

Publisher: ACM Press

Full text available: [pdf\(446.07 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Erlang was designed for writing concurrent programs that "run forever." Erlang uses concurrent processes to structure the program. These processes have no shared memory and communicate by asynchronous message passing. Erlang processes are lightweight and belong to the language, not the operating system. Erlang has mechanisms to allow

programs to change code "on the fly" so that programs can evolve and change as they run. These mechanisms simplify the construction of software for implementing ...

14 Design and Implementation of the AEGIS Single-Chip Secure Processor Using Physical Random Functions



G. Edward Suh, Charles W. O'Donnell, Ishan Sachdev, Srinivas Devadas
May 2005 **ACM SIGARCH Computer Architecture News , Proceedings of the 32nd annual international symposium on Computer Architecture ISCA '05**, Volume 33 Issue 2

Publisher: IEEE Computer Society, ACM Press

Full text available: [pdf\(288.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Secure processors enable new applications by ensuring private and authentic program execution even in the face of physical attack. In this paper we present the AEGIS secure processor architecture, and evaluate its RTL implementation on FPGAs. By using Physical Random Functions, we propose a new way of reliably protecting and sharing secrets that is more secure than existing solutions based on non-volatile memory. Our architecture gives applications the flexibility of trusting and protecting only ...

15 Techniques for trusted software engineering

Premkumar T. Devanbu, Philip W-L Fong, Stuart G. Stubblebine
April 1998 **Proceedings of the 20th international conference on Software engineering ICSE '98**

Publisher: IEEE Computer Society

Full text available: [pdf\(1.21 MB\)](#) [Publisher Site](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

16 IP Easy-pass: a light-weight network-edge resource access control

Haining Wang, Abhijit Bose, Mohamed El-Gendy, Kang G. Shin
December 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 6

Publisher: IEEE Press

Full text available: [pdf\(721.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Providing real-time communication services to multimedia applications and subscription-based Internet access often requires that sufficient network resources be reserved for real-time traffic. However, the reserved network resource is susceptible to resource theft and abuse. Without a resource access control mechanism that can efficiently differentiate legitimate real-time traffic from attacking packets, the traffic conditioning and policing enforced at Internet Service Provider (ISP) edge route ...

Keywords: network QoS, resource access control

17 Pen computing: a technology overview and a vision



André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other


emerging technologies and visions.Starting with a short historic ...

18 [An embedded domain-specific language for type-safe server-side web scripting](#) 

 Peter Thiemann


February 2005 **ACM Transactions on Internet Technology (TOIT)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(336.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

WASH/CGI is an embedded domain-specific language for server-side Web scripting. Due to its reliance on the strongly typed, purely functional programming language Haskell as a host language, it is highly flexible and---at the same time---it provides extensive guarantees due to its pervasive use of type information.WASH/CGI can be structured into a number of sublanguages addressing different aspects of the application. The *document sublanguage* provides tools for the generation of parameteri ...

Keywords: Interactive Web services, Web programming

19 [The consensus problem in fault-tolerant computing](#) 

 Michael Barborak, Anton Dahbura, Minoslaw Malek

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(4.80 MB\)](#) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

Keywords: Byzantine agreement, consensus problem, decision theory, processor membership, system diagnosis

20 [Bibliography of recent publication in computer networking](#) 

 July 1989 **ACM SIGCOMM Computer Communication Review**, Volume 19 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(2.53 MB\)](#) Additional Information: [full citation](#), [index terms](#)

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IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

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Volume 24, Issue 6, Nov-Dec 2004 Page(s):22 - 29
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